

Natalia, Dian. 2023. Development of Educational Game Puzzle Explore Kotaku in Grade 2 Theme 3 Subtheme 1 Learning 2 at SDN 3 Mix. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo Madura University. Supervisor : Fachrur Rozie, S.Pd., M.Pd.

ABSTRACT

This study aims to develop educational media products for the puzzle game Jelajah Kotaku in grade 2 theme 3 subtheme 1 learning 2 at SDN 3 Campur Nganjuk to become a learning media product that is suitable for use in learning, which is viewed in terms of validity, effectiveness, and practicality. The research method used by researchers is R&D (Research and Development) development research. The research model used by researchers is the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). The results showed that: (1) Learning media validity tests are obtained from learning media expert validation, material expert validation, and design expert validation with an average result of 80% with fairly valid criteria, (2) Effectiveness tests are obtained from observation sheets of teacher activities and student activities and student learning test results carried out in small group trials and large group trials, The results of the observation sheet of teacher and student activities amounted to 98.5%, and 98%, (3) The practicality test was obtained from the results of giving teacher response questionnaires and student responses in small group and large group trials, the results of teacher and student response questionnaires in small groups of 88% and 97%, while large groups of 88% and 97%, with very practical criteria. So that the learning media product of the educational game puzzle explore kotaku is suitable for use in learning.

Keywords : Educational Games, Learning Media, Media Development

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ABSTRAK

Penelitian ini bertujuan mengembangkan produk media pembelajaran *game* edukasi *puzzle* jelajah kotakku pada kelas 2 tema 3 subtema 1 pembelajaran 2 di SDN 3 Campur Nganjuk untuk menjadi produk media pembelajaran yang layak digunakan dalam pembelajaran, yang ditinjau dari segi kevalidan, keefektifan, dan kepraktisan. Metode penelitian yang digunakan peneliti adalah penelitian pengembangan R&D (*Research and Development*). Model penelitian yang digunakan peneliti adalah model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Hasil penelitian menunjukkan bahwa : (1) Uji kevalidan media pembelajaran diperoleh dari validasi ahli media pembelajaran, validasi ahli materi, dan validasi ahli desain dengan hasil rata-rata yakni 80% dengan kriteria cukup valid, (2) Uji keefektifan diperoleh dari lembar observasi aktivitas guru dan aktivitas siswa serta hasil tes belajar siswa yang dilaksanakan pada uji coba kelompok kecil dan uji coba kelompok besar, hasil lembar observasi aktivitas guru dan siswa sebesar 98,5%, dan 98%, (3) Uji kepraktisan diperoleh dari hasil pemberian angket respon guru dan respon siswa pada uji coba kelompok kecil dan kelompok besar, hasil angket respon guru dan siswa pada kelompok kecil sebesar 88% dan 97%, sedangkan kelompok besar sebesar 88% dan 97%, dengan kriteria sangat praktis. Sehingga produk media pembelajaran *game* edukasi *puzzle* jelajah kotakku layak digunakan pada pembelajaran.

Kata Kunci : *Game Edukasi, Media Pembelajaran, Pengembangan Media*